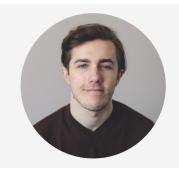# ALEX JACHNA

FRONT END DEVELOPER

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📍 Mississauga, ON

🌐 alexjachna.com

SKILLS

Coding
- HTML
- CSS
- JavaScript
- React
- SASS
- Bootstrap

Computer Skills
- Git
- Figma
- Premiere Pro
- After Effects
- Illustrator
- Photoshop

Languages
- English (Native)
- Polish (Conversational)

EDUCATION

UNIVERSITY OF TORONTO

Bachelor of Arts - CCIT Program

2018-2023

- Major in **Communication, Culture, Information And Technology**
- Minor in **Computer Science**

Experiences include designing and building app prototypes, video production, and client consultations. Refining skills in **front-end website development**, **computer programming languages**, and **adobe software**.

PROFILE

- Innovative Front End Developer building and maintaining responsive websites. Proficient in **HTML**, **CSS**, and **JavaScript**; plus modern libraries, frameworks and extensions such as **React**, **Bootstrap**, and **SASS**.
- A confident, articulate, and professional communicator - able to stay determined, persistent, and patient to help troubleshoot client issues.
- Enthusiastic about tech, hardware, and technical assembly. Passionate about teaching and learning within the tech community about the latest trends, accessories, and Telecommunications.

EXPERIENCE

FRONT END DEVELOPER

Chell Creates.

February 2023 - April 2023

- Showcased continuous improvement by learning new alternatives and technologies to build a 'shopping cart' application, using **HTML**, **CSS**, and **JavaScript**.
- Improved and designed new layouts to achieve usability and performance objectives.
- Redesigned site to enhance navigation, responsiveness, and improve visual appeal.

LEAD WEB DEVELOPER

The Backyard Movement

April 2022 - October 2022

- Built a brand new layout according to aspiring clients using **Squarespace**.
- Redesigned website to enhance navigation and improve visual appeal.
- Followed feedback to help reassure success behind new website layout.

SOFTWARE DEVELOPER

MAT102 - Three Musketeers

September 2021 - December 2021

- improved the usability of the game, as well as the functionality, by applying key design patterns, to create a more user-friendly environment.
- Developed new software design onto the base game, using **Java**.
- Collaborated with a team of other software developers to integrate efficient software design methodologies